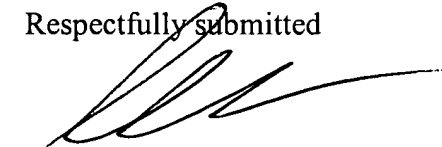


The amendment does not constitute a relinquishment of any subject matter; applicant reserves the right to bring back any of the same dependencies existing prior to this amendment.

Respectfully submitted



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Revised Claims (24/2/2000) for reply to the Written Opinion

CLAIMS:

1. A control system for use with an electronic gaming device, the control system comprising:

5 ~~a control means in electronic communication with the gaming device;~~
~~the control means~~ including:

Digital processing ~~microprocessor~~ means ~~(a central processing unit~~
["CPU"]);

~~a~~ memory means;

~~a~~ storage means;

10 one or more sets of game information, each comprising program means
and/or data means, each set of game information representing a component
required by the processing means to run a game on the gaming device, and
is being stored in the storage means;

input/output means;

15 ~~a means for operating the gaming device, the means for operating~~
~~being stored in the memory means;~~

data authentication means the memory means and the storage means
further including a plurality of program means and a plurality of data means,
and a method to verify the integrity of the program means and the data
20 means (the verification method); to authenticate a set of game information
stored in the storage means, the authentication means being arranged to
operate under the control of any one of a plurality of sets of authentication
rules and being arranged to receive one of the sets of authentication rules
when authentication is initiated, and to use the received rules to perform the
25 authentication;

the gaming device being operated by one of the program means when
the respective program means is loaded in to the memory means;

~~a plurality of input/output means;~~

~~a means for receiving power; and~~

30 ~~a means for supplying power to the control system, the means for~~
~~supplying power in electrical communication with the means for receiving~~
~~power.~~

2. The control system as described in Claim 1, wherein the data
authentication means is arranged to be initiated by an authorized third party

instructor and to receive one of the sets of authentication rules from the authorized third party instructor when authentication is initiated.

3. The control system as described in Claim 1, wherein, as well as the data authentication means, a data validation means is provided to validate a set of game information every time the respective set of game information is loaded from the storage means to the memory means.

4. The control system as described in Claim 1, wherein, the data validation means includes CRC checking means to perform a CRC calculation on the set of gaming information and to compare a calculated CRC value with a CRC value stored with the respective set of game information.

52. The control system as described in Claim 1, wherein each program means and each data means includes an identification means, such that each program means and each data means is uniquely identified, (an established identification means).

63. The control system as described in Claim 25, wherein the control means further comprise a means for controlling one or more peripheral devices.

74. The control system as described in Claim 36, further comprising comprising a second means for controlling one or more peripheral devices, the second means for controlling peripheral devices in communication with the control means.

85. The control system as described in Claim 36, wherein the first means for controlling peripheral devices is an Input/Output Control Board (IOCB).

96. The control system as described in Claim 58, further comprising a means for storing non-volatile memory as the storage means.

107. The control system as described in Claim 69, wherein the storage means is chosen from the group consisting of a ROM, PROM, EPROM or EEPROM.

118. The control system as described in Claim 710, wherein the verification method further includes a method for grouping the program means that are related, and for grouping the data means that are related, the method for grouping emulating a method of grouping employed in storage media.

129. The control system as described in Claim 811, wherein the storage media whose grouping method is emulated is chosen from the group of storage media consisting of ROM, PROM, EPROM or EEPROM.

130. The control system as described in Claim 912, wherein the verification

method further includes a method of abstracting the location of the program means, the data means and the storage means.

141. The control system as described in Claim ~~10~~13, wherein the verification ~~means~~method, further includes means to compare the
5 identification means of the requested program means or of the requested data means to the established identification means.

152. The control system as described in Claim ~~11~~14, wherein the verification ~~means~~method further includes a ~~method~~means for of
10 controlling the operation of the gaming device in response to the verification of integrity of the program means or the data means.

163. The control system as described in Claim ~~12~~15, wherein the means for controlling ~~method~~ includes a means of halting the verification ~~method~~
15 means if the identification means of the requested program means or the requested data means does not match the established identification means of the program means or the data means.

174. The control system as described in Claim ~~13~~10, wherein the verification ~~method~~means further includes a means ~~method~~ to authenticate
the retrieved program means or the retrieved data means.

185. The control system as described in Claim ~~14~~17, wherein the control
20 means effects the ~~means~~method to authenticate only after the integrity of the requested program means or the integrity of the requested data means has been verified.

196. The control system as described in Claim 1, wherein the ~~method to~~
25 ~~verify~~verification means for verifying the integrity of the program means and the data means further includes means ~~a method to authentication~~one means
for authenticating the program means and the data means, the authentication
means ~~method~~ being activated in response to signals received from a
requesting means.

2047. The control system as described in Claim 185, wherein the requesting
30 means is an authentication agent.

218. The control system as described in Claim 16, wherein the
authentication agent is external to the control system and the gaming device,
the authentication agent being in communication with the control means.

2249. The control system as described in Claim 16, wherein an
35 authentication agent is external to the control system and is within the
gaming device, the authentication agent being in communication with the

control means.

230. The control system as described in Claim 17 or Claim 18, wherein the authentication method further includes a method for registering the authentication agents.

5 241. The control system as described in Claim 18, wherein the signal received from the requesting means is an authentication request.

252. The control system as described in Claim 1, wherein the control means further includes a means for receiving the authentication requests.

10 263. The control system as described in Claim 1, wherein the authentication requests includes a signal to prioritize the authentication request.

274. The control system as described in Claim 23, wherein the control means further includes a ~~method~~means of ~~to~~ queueing the authentication requests, when more than one authentication request has been sent from the authentication agents.

15 285. The control system as described in Claim 24, wherein the control means further include a means of interpreting the authentication request.

20 296. The control system as described in Claim 25, wherein the means of interpreting the authentication request includes a means of generating an authentication identification (id) of the requested program means or data means.

3027. The control system as described in Claim 26, wherein the control system further includes a responder means, the responder means being external to the control means and in electronic communication with the control means.

3128. The control system as described in Claim 27, wherein the control means further includes a presenter means, the presenter means communicating the generated authentication id to the responder means.

30 329. The control system as described in Claim 28, wherein the control means and the responder means include a means for ~~method of~~ determining if the generated authentication id is authentic, the responder means comparing the generated authentication id to the request, the generated authentication id deemed authentic if the generated authentication id matches the request.

35 330. The control system as described in Claim 2932, wherein the generated authentication id is deemed not authentic if the generated authentication id

does not match the request.

341. The control system as described in Claim ~~29-22~~ and ~~3033~~, wherein the control means further includes a means of controlling the operation of the gaming device in response to the determination of authenticity of the requested program means or the requested data means.

352. The control system as described in Claim ~~3134~~, wherein the controlling means includes means of halting the operation of the gaming device if the requested program means or the requested data means is deemed not authentic.

363. The control system as described in Claim ~~3434~~, wherein the controlling means includes means of continuing the operation of the gaming device if the requested program means or the requested data means is deemed authentic.

374. The control system as described in Claim ~~912~~, wherein the storage means is a hard disk drive unit.

385. The control system as described in Claim ~~912~~, wherein the storage means is a CD-ROM unit.

396. The control system as described in Claim ~~912~~, wherein the storage means is a DVD unit.

4037. The control system as described in Claim ~~912~~, wherein the storage means is a file server.

4138. For use in an electronic gaming device, a method to verify the integrity of program means and the integrity of data means stored in a control system, the control system comprising:

a-control means in electronic communication with the gaming device, the control ~~system means~~ including;

a-microprocessor digital processing means (~~a central processing unit ["CPU"]~~);

a-memory means;

a-storage means;

one or more sets of game information, each comprising program means and/or data means, each set of game information representing a component required by the processing means to run a game on the gaming device, and being stored in the storage means;

input/output means; ~~a means for operating the gaming device, the means for operating being stored in the memory means;~~

~~the memory means and the storage means further including a plurality of program means and a plurality of data means, each program means and each data means having an identification means, such that each program means and each data means is uniquely identified (an established~~
5 ~~identification means);~~

~~a plurality of input/output means;~~

~~a means for receiving power; and~~

~~a means for supplying power to the control system, the means for supplying power in electrical communication with the means for receiving~~
10 ~~power, the verification method comprising the steps of:~~

~~sending a request from a requesting means to the control system;~~

~~processing the request within the control system;~~

~~retrieving a requested program means or a requested data means from the storage means;~~

15 ~~verifying the integrity of the requested program means or the requested data means by verification means which verify by comparing the identification means of the requested program means or the requested data means with the request, the integrity verified if the identification means matches the established identification means request; and~~

20 ~~controlling the operation of the gaming device in response to the verification of integrity of the requested program means or the requested data means.~~

~~4239. The method as described in Claim 3941, further comprising the steps of halting the verification method of the identification means ~~if~~ if the requested program means or the requested data means does not match the established identification means of the program means or the data means.~~

25 ~~430. The method as described in Claim 3942, further comprising a method to authenticate the retrieved program means or the retrieved data means.~~

~~441. The method as described in Claim 4043, wherein the method to authenticate is effected only after the integrity of the requested program means or the integrity of the requested data means has been verified.~~

30 ~~452. The method as described in Claim 4144, wherein the requesting means is an authentication agent.~~

~~463. The method as described in Claim 4243, wherein the method further includes a method for registering the authentication agent.~~

35 ~~474. The method as described in Claim 4346, wherein the request includes~~

a verification request and an authentication request.

485. The method as described in Claim 4447, wherein the request further includes an authentication queuing request.

5 496. The method as described in Claim 4548, wherein the request further includes registration means for the authentication agent.

5047. The method as described in Claim 4346, further including a method of abstracting the location of the program means, the data means, and the storage means.

10 5148. The method as described in Claim 4750, further including the step determining which of the program means are related, and determining which of the data means are related.

5249. The method as described in Claim 4851, further including the step of grouping the related program means, and grouping the related data means.

15 530. The method as described in Claim 4952, wherein the grouping step emulates a method of grouping employed in storage media chosen from the group consisting of ROM, PROM, EPROM or EEPROM.

544. The authentication method as described in Claim 5053, wherein the control means further includes a means for queuing the authentication requests.

20 552. The authentication method as described in Claim 5154, further comprising the step of queuing the authentication requests, when more than one authentication request has been sent from the authentication agents.

563. The authentication method as described in Claim 5249, wherein the control means further includes a means of interpreting the authentication request.

25 574. The authentication method as described in Claim 5356, further comprising the step of interpreting the authentication request.

30 585. The authentication method as described in Claim 5457, wherein the interpretation step includes the step of generating an authentication identification (id).

596. The authentication method as described in Claim 5558, wherein the control means further includes a presenter means, the presenter means communicating the generated authentication id to a responder means.

35 6057. The authenticating method as described in Claim 5659, further comprising the step of determining if the generated authentication id is authentic, the responder means and the control means comparing the

generated authentication id to the request, the generated authentication id
deemed authentic if the generated authentication id matches the request.

5 6158. The authentication method as described in Claim ~~57~~60, wherein the
generated authentication id is deemed not authentic if the generated
authentication id does not match the request.

6259. The authentication method as described in Claim ~~57 or 58~~60 or 61,
further including the step of controlling the operation of the gaming device in
response to the determination of authenticity of the requested program
means or the requested data means.

10 630. The method as described in Claim ~~59~~62, wherein the controlling step
includes halting the operation of the gaming device if the requested program
means or the requested data means is determined to be not authentic.

15 641. The method as described in Claim ~~59~~62, wherein the controlling step
includes continuing the operation of the gaming device if the requested
program means or the requested data means is determined to be authentic.